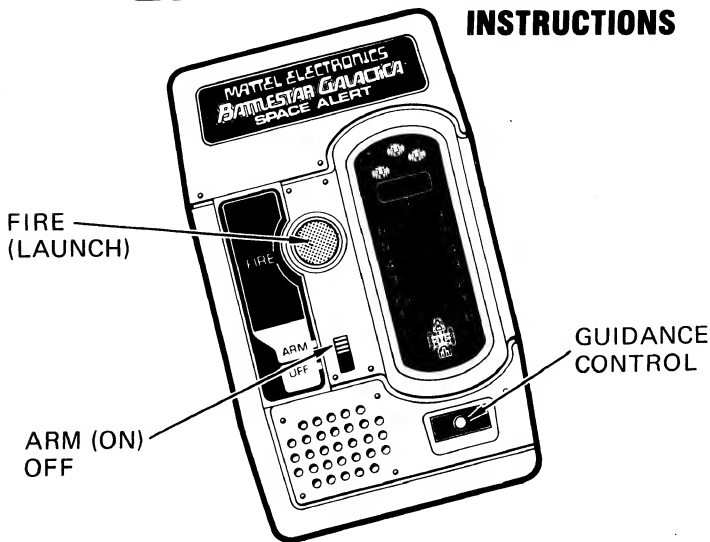


MATTEL ELECTRONICS™ **BATTLESTAR GALACTICA™** **SPACE ALERT™**

INSTRUCTIONS



- Computer-controlled space attack.
- Your Battlestar™ is under attack.
- Fire laser torpedoes.
- Destroy the Cylon Raiders™ and save your Battlestar.

Mattel, Inc. 1977, 1978. Hawthorne, CA 90250.
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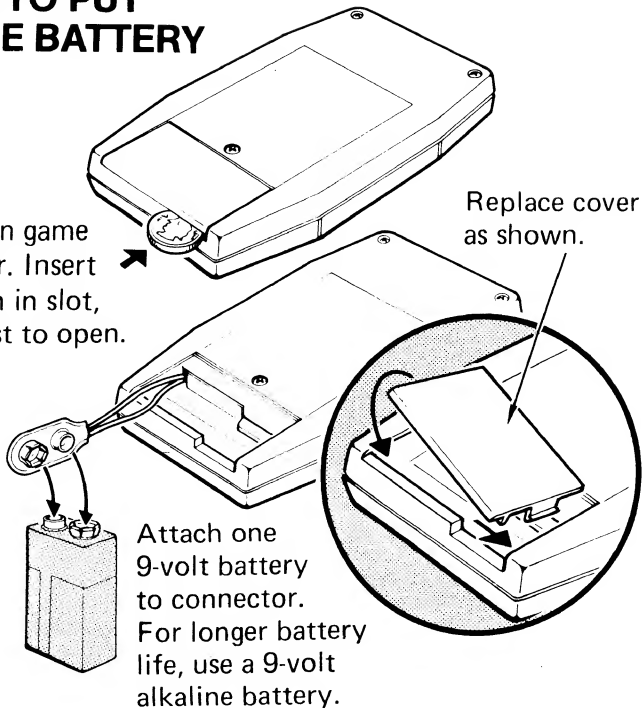
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HOW TO PUT IN THE BATTERY

Turn game over. Insert coin in slot, twist to open.

Replace cover as shown.



Attach one 9-volt battery to connector. For longer battery life, use a 9-volt alkaline battery.

TAKING CARE OF YOUR GAME

- Treat your BATTLESTAR GALACTICA™ like a calculator
- Don't drop it.
- Don't leave it in the car in hot weather.
- Avoid getting it wet or dirty.

One player against a diabolical computer. You aim and fire the laser torpedoes. The computer controls the attacking Cylon Raiders.

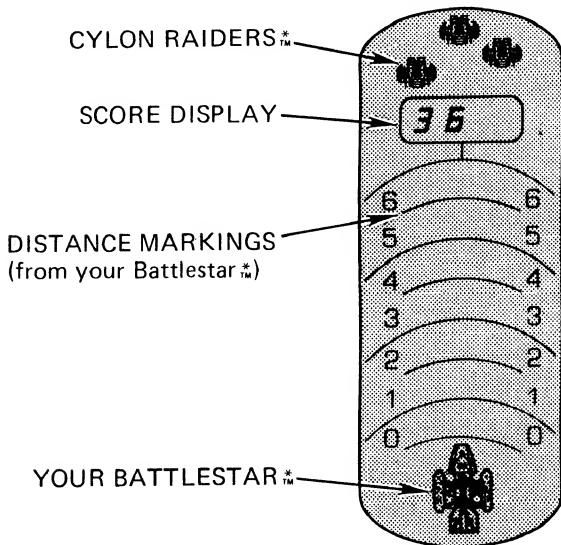
CONTROL KEYS

ARM (ON)—OFF SWITCH — ARM — Game is on.
OFF — Game is off.

FIRE BUTTON — Launch button for laser torpedoes.

GUIDANCE CONTROL — Moves left or right. Guides laser torpedoes to intercept alien Cylon Raiders.*

THE PLAYING AREA



HOW TO PLAY THE GAME

Object: To intercept as many of the Cylon Raiders as far from your Battlestar as possible.

- Turn switch to ARM . . . SPACE ALERT starts with an immediate Cylon attack. Be ready to fire!
Light blip(s) that starts miles out in space, rocketing toward your Battlestar, simulates attacking missiles.
The light blip that starts from the bottom of the screen simulates your Battlestar laser torpedoes.
- Launch laser torpedoes by pressing FIRE button with thumb of left hand.
- Use right hand to move GUIDANCE CONTROL to left, right or center to intercept the attacking Cylon Raiders. Each time you intercept an attacking Cylon Raider you score points. The farther away from your Battlestar you hit the Cylon Raiders, the more points you score. Highest score wins.
- If the attacking Cylon Raiders miss your Battlestar, the game continues.
- If none of the 20 attacking Cylon Raiders hit your Battlestar, the ALL CLEAR sounds.
- If your Battlestar takes a direct hit (in the center of the ship), you lose, the game is over and TAPS sound.
- To play again, turn switch to OFF, then back to ARM. SPACE ALERT starts again.

SCORING

When you hit an attacking Cylon Raider in the 6 band you score 6 points, 5 points in the 5 band . . . and so on. The alien raiders will send 20 attacking missiles in each game unless your Battlestar is hit first.

Even if your Battlestar is hit, points earned still count.

TIPS ON WINNING

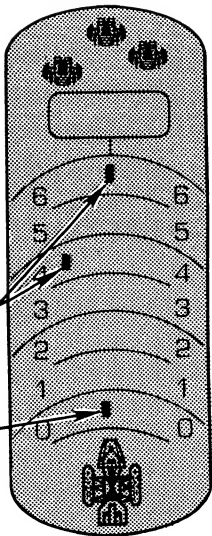
You'll notice that the Cylon Raiders fire their missiles in certain definite patterns. Learn these patterns. As you practice more you will also develop a sense of timing, so that you will be able to anticipate where an attack will come from.

Learn to coordinate to handle a double-missile attack. This is difficult and requires lots of practice. But you can hit both of them.

The attack Cylon Raiders come from different positions on the screen and often they shift trajectory. So, be alert at all times. A miss will cost you points. Try to avoid misses. Also, if you miss there will be a delay in arming a new defensive missile. Watch the bottom of the screen. You're armed when a new blip appears.

ATTACKING
CYLON
RAIDERS
(move down)

DEFENSIVE
LASER
TORPEDOES
(move up)



HOW TO RATE YOURSELF

| | |
|-------------|---------------------|
| Under 25 | Return to Earth |
| 25-50 | That's more like it |
| 50-75 | Excellent |
| 75 and over | Space Commander |

It is possible to go over 100 points. The digital score readout will then read digital numbers

100 101 102, etc.
(100) (101) (102)

IMPORTANT NOTICE:

If the blips of light representing laser torpedoes or the digital score readout appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. For longer battery life, use a 9-volt alkaline battery.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250 (see next page for mailing instructions).

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be re-

turned postage paid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it

was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1 Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.

2 Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also, don't forget to show your return address.

3 Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date of purchase, do all of the above plus enclose your check or money order for \$10.00 as payment for the repair service.